DEPARTMENT OF SCIENCE

COURSE OUTLINE – FALL 2012

CS2100 – COMPUTER GAME STUDIES – 3 (3-0-1.5) 67.5 HOURS

INSTRUCTOR:	Libero Ficocelli	**PHONE:**	780 539 - 2825
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OFFICE HOURS:	TBA		

PREREQUISITE(S)/COREQUISITE: None

REQUIRED TEXT/RESOURCE MATERIALS:
Fundamentals of Game Design, 2/E
By Ernest Adams, New Riders Publishing
ISBN : 0-3216-4337-2

CALENDAR DESCRIPTION:

This course will act as a comprehensive introduction to the concepts and issues in new media technologies with an emphasis on computer games. Students will gain an appreciation of the broad range of perspectives which new media and games encompass, including graphics realism and aesthetics, culture, sociology, psychology, philosophy and literary studies. Ultimately, these will converge on discussions relating to current game designs and development, as well as visioning directions and medium for the next generation of games.

CREDIT/CONTACT HOURS: 3 (3-0-1.5) 67.5 Hours

DELIVERY MODE(S): In class lecture

TRANSFERABILITY: University of Alberta, University of Lethbridge, Athabasca University, Augustana Faculty (University of Alberta)

GRADING CRITERIA:

** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions.

GRANDE PRAIRIE REGIONAL COLLEGE			
GRADING CONVERSION CHART			
Alpha Grade	**4-point Equivalent**	**Percentage Guidelines**	**Designation**
A$^+$	4.0	90 – 100	**EXCELLENT**
A	4.0	85 – 89	
A$^-$	3.7	80 – 84	**FIRST CLASS STANDING**
B$^+$	3.3	77 – 79	
B	3.0	73 – 76	**GOOD**
B$^-$	2.7	70 – 72	
C$^+$	2.3	67 – 69	**SATISFACTORY**
C	2.0	63 – 66	
C$^-$	1.7	60 – 62	
D$^+$	1.3	55 – 59	**MINIMAL PASS**
D	1.0	50 – 54	
F	0.0	0 – 49	**FAIL**
WF	0.0	0	**FAIL, withdrawal after the deadline**

Students are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability

EVALUATIONS:

Lab Assignments/Reviews

Projects	45%
Participation	5%
Midterm	25%
Final Exam	25%

STUDENT RESPONSIBILITIES:

- No late project assignments will be accepted. The student is responsible for adhering to all requirements as specified for each project assignment.
- When necessary lab time may be utilized for lecturing on specific GameMaker features. The remainder of the lab time will generally be used as "hands-on" programming time.

STATEMENT ON PLAGIARISM AND CHEATING:

Refer to the Student Conduct section of the College Admission Guide at http://www.gprc.ab.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at www.gprc.ab.ca/about/administration/policies/**

**Note: all Academic and Administrative policies are available on the same page.

COURSE SCHEDULE/TENTATIVE TIMELINE:

- Prehistory of Computer Games
- History of Computer Games (2D to 3D)
- Evolution of Console Devices (Sony/Nintendo/Microsoft…)
- Types (genres) of Computer Games (FPS/RTS/RPG/Sports)
- Online Games
- Virtual Worlds
- Game development (writing, game elements, aesthetics)
- Principles of Game Design
- Technical Issues:
- Networking
- Artificial Intelligence

- Graphics
- Animation
- Sound
- Psychology of Games
- Sociology of Games
- Culture of Computer Games
- Games as Education and Training
- Ethical Issues in Video Games
- The Future of Video Games

Other topics may include:

- Genre-Specific Game Design Issues
- Level/Puzzle Design
- Military Gaming
- New Media - impact on the entertainment industry